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## Data Structures & Algorithms 2

### Lab 7 Sorting

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#### Exercise 1

- 1- Read and understand the provided implementation of insertion sort.
- 2- Run insertion sort on the input 3, 1, 4, 1, 5, 9, 2, 6, 5.
- 3- What is the running time of insertion sort if all elements are equal?

#### Exercise 2

- 1- Read and understand the provided implementation of merge sort.
- 2- Run merge sort on the input 3, 1, 4, 1, 5, 9, 2, 6.
- 3- Determine the running time of merge sort for sorted, reverse-ordered, and random input.
- 4- How would you implement merge sort without using recursion?

#### Exercise 3

1. Read and understand the provided implementation of quick sort.
2. Determine the running time of quicksort for sorted, reverse-ordered, and random input.

#### Exercise 4

- 1- Read and understand the provided implementation of heap sort.
- 2- Run heap sort on the input 142, 543, 123, 65, 453, 879, 572, 434, 111, 242, 811, 102.
- 3- Rewrite heap sort so that it sorts only items that are in the range Low to High, which are passed as additional parameters.

#### Exercise 5

Write a program to compare the execution time of the following sorting algorithms:

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|-------------------|-------------------|------------------|
| 1. Bubble sort    | 2. Selection sort | 3. Counting sort |
| 4. Insertion sort | 5. Heap sort      | 6. Merge sort    |
| 7. Quick sort     |                   |                  |

You should compare the algorithms for an increasing size of an input array N (1000, 10000, 100000, etc.) and draw the corresponding graph for sorted, reverse-order, and random input.

- What do you notice when comparing the execution time with the asymptotic complexity of the different algorithms?
- What is your conclusion if you are asked to answer which algorithm is the fastest among quicksort, heap sort, and merge sort?